

H.G.Wells' Little War & Floor Game Reforged: A One-Page Rule System SRD

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Inspired by: H.G. Wells' Little Wars and Floor Games, this one-page system lets you create a unique tabletop experience blending roleplaying (RPG) and wargaming elements. Campaigns can be set in various genres, from public domain works to your own creations.

Author's Notes: Fantasy Roleplay Revival

This System Reference Document (SRD) outlines the core mechanics of Little War & Floor Games Reforged (LWF&FGR), a tabletop wargame, roleplaying game, and hybrid system inspired by H.G. Wells' classic works, "Little Wars" and "Floor Games."

A Revival for a Forgotten Gem

Despite being a public domain work, H.G. Wells' "Little Wars" and "Floor Games" haven't received the attention they deserve in the modern tabletop gaming landscape. LWF&FGR aims to breathe new life into these foundational concepts, offering a streamlined and adaptable system for solo and group play.

One Page Rule Philosophy

LWF&FGR embraces the "One Page Rule" philosophy, providing core mechanics and character creation on a single page. This allows for easy learning, customization, and integration with other gaming systems.

Public Domain Roots, Endless Possibilities

The public domain nature of "Little Wars" and "Floor Games" allows for incredible creative freedom. This SRD encourages you to create your own fanmade campaigns, characters, and settings, drawing inspiration from your favorite works of fiction or crafting entirely original worlds.

A Fork in the Road: Inspired by the Past, Forged for the Future

With the invaluable assistance of Bard (also known as Gemini), and the encouragement of the Thai tabletop gaming community, especially Nakorn Srisomwongs, owner of Legendary Wargames (Thailand's leading Tabletop Wargames & RPG Store), LWF&FGR stands as a testament to the power of collaboration and open source gaming. We hope this system inspires you to create new and exciting tabletop experiences!

Welcome to the world of Little War & Floor Games Reforged!

This SRD is the foundation for your tabletop adventures. Use it, adapt it, and create something truly unique. The possibilities are endless!

Please note: This SRD is released under the Creative Commons Zero (CC0) License. You are free to share, adapt, and even commercialize derivative works based on this material, as long as you provide credit to LWF&FGR.

Together, let's revive the spirit of "Little Wars" and "Floor Games" for a new generation of gamers!

- Ohmmy (aka Yuuna Yukari, Yuuna)

With thanks to Bard (aka Gemini) and the Thai tabletop gaming community.

System Core:

2d6 Mechanic: Roll 2 six-sided dice, aiming to meet or exceed a target number based on difficulty.

Character Creation: Choose a concept (soldier, inventor, etc.) and assign points to attributes (Strength, Agility, Mind, etc.) and skills (Fighting, Science, etc.).

Actions: Declare your action (attack, negotiate, etc.) and roll 2d6. Modifiers can come from attributes, skills, and situations.

Campaign & Scenario Options:

Public Domain/Open Source:

Little War Campaign: Reimagine H.G. Wells' classic wargame scenario with RPG elements. Players control toy soldiers with personalities and abilities, fighting for objectives in a miniature world.

Floor Games Campaign: Design a fantastical tabletop world with unique locations and inhabitants. Players explore, solve puzzles, and overcome challenges using a blend of RPG mechanics and wargame-style skirmishes.

Genre Examples:

Speculative Fiction: Explore lost civilizations, fight alien invaders, or travel through time.

Historical Fiction: Reimagine famous events with a fantastical twist. Play as Arthurian knights with gadgets or Wild West gunslingers with psychic powers.

Non-Fiction: Turn historical figures or scientific concepts into RPG characters. Lead a dinosaur expedition or become a revolutionary robot fighting for machine rights.

Public Domain/Open Source Works (Examples):

Fawcett Comics' Captain Marvel (Pre-1950s): Fight alongside Billy Batson and Captain Marvel against the forces of evil in a world of pulp adventure.

Nosferatu: Unravel the mystery of Count Orlok in a dark and gothic RPG campaign.

Pride & Prejudice: Navigate the social intricacies of 19th-century England with a twist of magic or steampunk technology.

Conan the Barbarian (Robert E. Howard version): Wage war against sorcerers and monsters in the lost world of Hyboria.

Steamboat Willie: Join Mickey Mouse on wacky adventures in a world come to life.

Blender Foundation's Big Buck Bunny: Play as forest creatures defending their home from a mischievous rodent.

Book of Exodus: Lead the Israelites out of Egypt in a unique blend of historical fiction and religious themes.

Lev Gleason Publishing's Daredevil: Fight for justice in the gritty streets of a fictional city.

Optional - Fan Campaigns (Based on Copyrighted Works):

With proper disclaimers, create campaigns inspired by copyrighted works like Forgotten Realms, Warhammer 40,000, or Honkai: Star Rail.

Campaign & Scenario Creation

The rulebook will provide guidance on crafting your own campaigns and scenarios. Consider these elements:

Setting: Describe the world, its history, and its factions.

Characters: Design unique characters players can embody within the chosen genre.

Plot Hooks: Provide starting points for the campaign, setting the players on their adventure.

Challenges: Create a mix of RPG-style challenges (puzzles, social encounters) and wargame-style conflicts.

Remember: This is a CC0-licensed system, so feel free to share, modify, and create based on this core concept. Let your imagination be your guide!

Little War & Floor Game Reforged: Character Creation (Floor Game)

This system moves away from traditional class/subclass structures and embraces a more open-ended approach based on Archetypes, Sub-Archetypes, Races/Subraces, and Skills. Players can create anything from a seasoned warrior to a whimsical tea shop owner, allowing for a diverse range of characters in your Floor Game campaigns.

Character Concept:

Species: Choose your character's biological form. You can be anything from a sapient elf to a sentient lamprey fish! Consider the strengths and weaknesses associated with your chosen form.

Archetype: Define your character's core function. This could be a Fighter, Explorer, Scholar, Artisan, Diplomat, or something more unique like a Troubadour or Robotics Expert. Archetypes provide a foundation for skills and abilities.

Sub-Archetype: Further refine your character's niche within the chosen Archetype. A Fighter might be a Duelist, Berserker, or Strategist. A Scholar may specialize in History, Alchemy, or Arcane Lore.

Multi-Archetype (Optional):

Experienced players or those seeking a truly unique character can combine two or more Archetypes. A Knight-Bard might inspire troops with music while leading the charge. A Spy-Doctor employs their medical skills for both healing allies and discreet poisonings.

Hybrid/Composite Races (Optional):

Create truly exotic characters by blending different races. A Lamprey/Merfolk/Vampire could possess a chilling touch, venomous bite, and the ability to control water. Consider the advantages and disadvantages of such a combination.

Skills & Abilities:

Each Archetype has a list of core skills they excel in. Players can further customize by investing points into additional skills relevant to their character concept.

Skills can be used for various actions within the game, from lockpicking and crafting to persuasion and diplomacy.

Magic & Spells (Optional):

Depending on your setting, magic can be a core element or completely absent. If magic exists, consider different schools (e.g., Evocation, Enchantment) and limitations (e.g., mana points, spell components).

Origin & Background:

Flesh out your character's backstory. Where do they come from? What motivates them?

Weapons & Equipment:

Choose your character's preferred weapons and armor based on their Archetype and personal style. Inventors might have wacky gadgets, while Diplomats rely on charm and wit.

Parameters

Define your character's core statistics like Strength, Agility, Intellect, and Charisma. These will influence actions and success rates.

Pre-Generated Characters:

Here are some examples to spark your imagination:

Name: Elara Sunstrider

Species: Elf

Archetype: Ranger (Hunter Sub-Archetype)

Skills: Archery, Tracking, Survival, Herbalism

Equipment: Longbow, Hunting Knife, Leather Armor

Background: Raised by nomadic hunters in a sprawling forest, Elara is a skilled tracker and archer. She has a deep respect for nature and a fierce loyalty to her companions.

Name: Bartholomew "Barnaby" Gearsnap

Species: Gnome

Archetype: Inventor (Tinkerer Sub-Archetype)

Skills: Engineering, Mechanics, Alchemy, Arcana

Equipment: Multi-tool, Goggles, Backpack filled with gadgets

Background: Barnaby is a brilliant but eccentric inventor, always tinkering with new contraptions. His inventions range from the helpful to the hilariously impractical.

Name: Akiko Nakamura

Species: Human

Archetype: Diplomat (Negotiator Sub-Archetype)

Skills: Persuasion, Deception, Etiquette, Streetwise

Equipment: Fancy Clothes, Sharp Wit, Hidden Dagger

Background: Akiko is a seasoned diplomat, adept at navigating social situations and brokering deals. She prefers cunning over brute force and knows how to use words as weapons.

Remember, this is just a starting point! Encourage your players to unleash their creativity and create characters that fit seamlessly into the world you've built.

Little War & Floor Game Reforged: Army Creation (Little Wars)

This system embraces a "kitchen sink" approach to wargaming, allowing you to create armies from any period or genre using tokens, pictures, or even household objects! Here's how to build your forces:

Faction & Theme:

Choose the historical period, fictional setting, or cultural theme for your army. It could be the British East India Company (1830s), a band of ragtag Somali Pirates (1980s), the well-equipped New York Police Department (2010s), or even a group of resourceful Oregon Trail Wagon Train pioneers (1830s).

Units & Statistics:

Define the basic units within your army. Consider their historical role, strengths, and weaknesses. Each unit will have a point cost associated with it.

Here's an example for a British East India Company Army (1830s):

Unit: Sepoy Infantry (Musket-Armed Regulars)

Cost: 3 Points

Stats: Movement: 5" | Attack: 4+ (D6 roll of 4 or higher hits) | Defense: 4+ | Size: 4 tokens (representing a small squad)

Special Rules (Optional):

You can create unique abilities or limitations for certain units to reflect their historical tactics or fictional capabilities. For example, Sepoy Infantry might receive a bonus in close combat, while a Somali Pirate unit might have a higher movement speed due to their familiarity with fast boats.

Pre-Created Army Examples:

These are just a starting point – feel free to get creative!

British East India Company Army (1830s):

- 4 Units Sepoy Infantry (Musket-Armed Regulars) (12 points)
- 1 Unit European Officer (Leader with buffs to nearby units) (4 points)
- 1 Unit Light Cavalry (Skirmishers with high movement) (5 points)
- 1 Unit Artillery Piece (Long-range, high-damage cannon) (7 points)

Somali Pirates (1980s):

- 4 Units Pirate Thugs (Close-combat specialists) (4 points/unit)
- 2 Units Speedboat Raiders (Fast, hit-and-run tactics) (4 points/unit)
- 1 Unit Rocket-Propelled Grenade Specialist (High damage, single-use weapon) (5 points)
- 1 Unit Leader (Grants bonus to attack rolls within range) (3 points)

Using Tokens & Pictures:

* You can use coins, buttons, or even pictures cut from magazines to represent your units on the battlefield. Be creative and have fun with it!

Remember: Balance is key! Point costs should reflect the relative strength of each unit. Playtest your armies to ensure they offer a fun and challenging wargaming experience.

Beyond History:

Don't limit yourself to historical factions! You can create armies from your favorite sci-fi movies, fantasy novels, or even video games. Just define their units, assign point costs, and get ready to clash on the tabletop battlefield!

Little War & Floor Game Reforged: Squad & Party Creation (Hybrid)

This system bridges the gap between solo characters and full-blown armies, allowing you to build cohesive squads and parties perfect for the hybrid Floor Game & Little War experience. Units within a squad or party function similarly to Little War units, but with a stronger focus on individual abilities and teamwork.

Squad/Party Theme:

Choose the historical period, fictional setting, or genre for your squad/party. These can be smaller, elite forces or diverse groups with varied skillsets.

Unit Types & Creation:

Each squad/party will have a set number of units (typically 4-6). Design each unit using a combination of:

Species: Similar to character creation, choose the biological form for each unit member.

Archetype/Sub-Archetype: Define their core function (Fighter, Explorer, etc.) and further refine their niche (Scout, Medic, etc.).

Skills: Equip them with relevant skills based on their Archetype and party needs.

Equipment: Arm and outfit them with appropriate gear.

Special Rules (Optional): Consider unique abilities that reflect their role or backstory.

Public Domain/Open Source Examples:

The Marvel Family (Fawcett Comics, Pre-1950s):

- Captain Marvel (Billy Batson): Leader (Stat boosts to allies), Close Combat Specialist
- Captain Marvel Jr. (Freddy Freeman): Speedster (High movement), Acrobat
- Mary Marvel (Mary Batson): Mage (Area-effect attacks), Flight
- Happy the Marvel Bunny: Scout (High Perception), Distractor

Maria's Worker Rebels (Metropolis, 1925 Film):

- Maria (Leader): Inspiring Orator (Rallying speeches), Skilled Tactician
- Strongarm (Bruiser): Close Combat Master (High damage), Defender
- Tinker (Gadgeteer): Traps & Sabotage Expert (Area-of-effect damage), Utility Belt
- Swift (Scout): Agile Infiltrator (High Movement, Stealthy), Marksman

Historical Examples:

Argonauts (Classical Mythology):

- Jason (Leader): Cunning Strategist (Bonus to attack/defense rolls), Diplomat
- Heracles (Berserker): Unmatched Strength (High damage), Reckless
- Atalanta (Hunter): Expert Archer (Ranged attacks), Tracker
- Argos (Sailor): Skilled Navigator (Bonus to movement), Lookout

First Triumvirate (History):

- Julius Caesar (Leader): Inspiring General (Bonus to unit morale), Duelist
- Pompey the Great (Tactician): Master Strategist (Bonus to unit positioning), Military Engineer
- Marcus Licinius Crassus (Wealthy Patron): Resourceful Financier (Can call in reinforcements), Diplomat

Polish Home Army (History):

- Jan (Leader): Underground Commander (Bonus to surprise attacks), Inspiring Speaker
- Zofia (Medic): Skilled Healer (Can heal units), Sharpshooter
- Władek (Demolition Expert): Sabotage Specialist (Area-of-effect damage), Infiltrator
- Stefan (Scout): Urban Guerilla Expert (High movement in urban terrain), Marksman

Pre-Created Squad/Party Examples:

Here are some pre-made squads to jumpstart your games:

Medieval Mercenary Company:

- Veteran Swordsman (Leader)
- Agile Rogue
- Skilled Archer
- Heavy Bruiser

Space Explorer Team:

- Starship Captain (Leader)
- Alien Xeno-Linguist (Diplomat)
- Robotic Engineer
- Weapon Specialist

Remember, these are just starting points! Experiment with different combinations and abilities to create the perfect squad/party for your adventures!

Little War & Floor Game Reforged: Superpower System

This system introduces a diverse range of superpowers (or "Super Abilities") categorized by concept and archetype. Players can choose a single powerful ability or combine them to create unique heroes and villains for your Floor Game and Little War campaigns.

Superpower Categories:

Natural: Abilities rooted in biology or the natural world (e.g., superhuman strength, enhanced senses, animal mimicry).

Manmade: Powers derived from technology or scientific invention (e.g., cybernetic enhancements, energy manipulation, power armor).

Supernatural: Abilities linked to magic, spirits, or the occult (e.g., telekinesis, illusion, necromancy).

Paranormal: Powers defying natural explanation but not necessarily magical (e.g., telepathy, precognition, psychokinesis).

Meta: Abilities that manipulate reality, existence, or the very rules of the game (e.g., time travel, probability manipulation, shapeshifting into anything).

Cosmic: Powers on a universal or even multiversal scale (e.g., energy manipulation on a planetary level, cosmic awareness).

Anti-Superpower:

These abilities counter or nullify other superpowers (e.g., power dampening, power absorption, power negation).

Multiverse:

Abilities that allow interaction with parallel realities or alternate timelines.

Transcended:

Powers that push the boundaries of existence, potentially granting god-like abilities (e.g., omnipresence, omniscience, reality warping).

Physical:

Enhancements to the physical body beyond human limitations (e.g., superhuman strength, speed, durability).

Superpower Archetypes & Modes:

Archetype: Defines the core nature of the Super Ability. Examples include:

Kinesthetic: Focuses on physical prowess and manipulation (e.g., superhuman strength, telekinesis).

Mental: Emphasizes mental faculties (e.g., telepathy, mind control, illusion).

Elemental: Commands or controls fundamental elements (e.g., fire manipulation, water control, earth manipulation).

Transformative: Allows for physical or mental shape-shifting (e.g., animal mimicry, shapeshifting, regeneration).

Energetic: Focuses on manipulating energy in various forms (e.g., energy blasts, force fields, energy absorption).

Psionic: Harnessing the power of the mind to achieve various effects (e.g., telekinesis, telepathy, mind control).

Trait: A specific variation within the Archetype (e.g., superhuman strength with a focus on leaping great distances).

Embodiment: The user becomes the living embodiment of a concept (e.g., embodiment of fire, embodiment of speed).

Mimicry: The ability to replicate or mimic the powers of others (e.g., power mimicry, animal mimicry).

Physiology: Superpowers stemming from the user's unique biological makeup (e.g., mutant abilities, alien physiology).

Mode: Some powers can be toggled on or off, or have specific activation modes (e.g., rage-induced super strength, sunlight-powered flight).

Multi-Superpower Combinations:

You can combine multiple Super Abilities to create truly unique characters. Here are some examples inspired by popular characters:

Flying Brick Combo (Superman Inspired): Superhuman Strength, Invulnerability, Flight

Nanite Evolution Combo (Generator Rex Inspired): Nanite Manipulation, Enhanced Physiology, Weapon Proficiency

Amazing Spies Combo (Totally Spies Inspired): Acrobatics, Martial Arts, Technological Gadgets (Invisibility, Communication)

Black Swordsman (Kirito Inspired): Sword Mastery, Enhanced Senses, Limited Teleportation (within virtual reality)

Godly Monkeyman Combo (Super Saiyan God, Super Saiyan Blue, Super Saiyan Rose Inspired): Superhuman Strength, Speed, and Durability, Energy Blasts, Ki Mastery

Burning Phoenix Combo (Phoenix Force User Inspired): Telekinesis, Telepathy, Resurrection, Fire Manipulation

Remember: This is a flexible system! Encourage creativity and experimentation when designing your character's Super Abilities. Balance is key – powerful abilities should come with drawbacks or limitations.

Floor Game Campaign Examples:

Here are some campaign ideas for your Little War & Floor Game Reforged system, using the provided settings and incorporating elements of RPG mechanics and wargame-style skirmishes:

1. A Sense & Sensibility Soiree (Pride & Prejudice):

Setting: A grand ball in 19th-century England.

Genre: Romantic Comedy with a hint of Mystery.

Archetypes: Socialite (focuses on conversation, persuasion, and reputation), Duelist (skilled in swordplay for potential duels of honor), Gossip (gathers information and spreads rumors).

Mechanics: Social encounters using persuasion and wit, with dice rolls determining success. Unravel a hidden scandal through investigation and deduction. Defend honor in a tense duel (optional wargame skirmish using miniatures or tokens).

2. Jungle Intrigue (Tarzan, Son of the Ape):

Setting: A lush African jungle teeming with wildlife and hidden dangers.

Genre: Pulp Adventure with Survival elements.

Archetypes: Jungle Guide (skilled tracker and navigator), Warrior (expert in hand-to-hand combat and spear fighting), Animal Whisperer (communicates with and commands animals).

Mechanics: Traverse the treacherous jungle using survival skills and dice rolls to overcome obstacles. Face off against rival tribes or poachers in a wargame skirmish. Use animal companions to your advantage in combat and exploration.

3. Steamboat Willie Shenanigans (Steamboat Willie):

Setting: A wacky steamboat on a zany river adventure.

Genre: Slapstick comedy with a touch of Mystery.

Archetypes: Sailor (skilled in ship navigation and maintenance), Inventor (creates contraptions to solve problems), Musician (uses music to charm or distract).

Mechanics: Utilize slapstick humor and problem-solving through inventive gadget creation. Dodge mischievous river obstacles and mischievous gremlins in a lighthearted wargame skirmish. Musical performances can influence encounters or provide temporary buffs.

4. The Great Carrot Caper (Big Buck Bunny):

Setting: A peaceful forest threatened by a greedy farmer.

Genre: Family-friendly Adventure with Stealth elements.

Archetypes: Scout (sneaky and agile, gathers information), Defender (protects weaker creatures), Trickster (uses mischief and distraction to outwit foes).

Mechanics: Utilize stealth mechanics to avoid the farmer and his scarecrow guards. Plan and execute elaborate distractions to outwit enemies. Engage in non-lethal skirmishes with the farmer's forces, using vegetables and fruits as projectiles.

5. Minetest: Blocky Builders & Brawlers:

Setting: A vast, open world built from customizable blocks.

Genre: Open-world Sandbox with elements of Construction and Combat.

Archetypes: Miner (gathers resources and crafts tools), Builder (creates structures and fortifications), Warrior (fights hostile creatures and players).

Mechanics: Players gather resources, construct elaborate structures, and craft tools and weapons. Engage in block-based combat against hostile mobs or other players in a wargame-style skirmish. Utilize the environment and strategically built structures to gain an advantage.

Remember: These are just starting points! Feel free to adapt them to your liking and incorporate additional mechanics, challenges, and storylines to create unique and engaging Floor Game campaigns.

Little War & Floor Game Reforged: Hybrid Campaign Examples (Battles)

Here are some campaign ideas for your Little War & Floor Game Reforged system, focusing on historical battles and incorporating elements of both RPG mechanics and wargame-style skirmishes. These campaigns will utilize Squad/Party Creation mechanics (as outlined previously) for a more focused narrative experience.

1. Last Stand at Thermopylae (480 BC):

Setting: The narrow pass of Thermopylae in ancient Greece.

Genre: Historical Warfare with a focus on Heroism and Sacrifice.

Player Squad: A small, elite Spartan force led by King Leonidas. Players can choose from various Spartan warrior archetypes (Hoplite, Skirmisher, Champion) or even a non-combatant role like Medic or Historian.

Mechanics: Players strategically position their squad to hold the pass against the overwhelming Persian army. Dice rolls determine the success of attacks, defenses, and maneuvers. Special rules can reflect Spartan discipline and the narrow terrain advantage. The campaign can emphasize the heroic sacrifice of the Spartans while allowing players to make tactical decisions that influence the battle's narrative.

2. Holy War at Lepanto (1571):

Setting: The Gulf of Lepanto in the Mediterranean Sea.

Genre: Historical Naval Warfare with Religious and Political Tensions.

Player Squad: A contingent of ships from the Holy League (combined Christian forces). Players can choose to command different ship types (Galleon, Galley, Frigate) and customize their crews with archetypes like Captain, Cannoneer, Marine (Soldier).

Mechanics: Players command their ships in a dynamic naval wargame skirmish. Dice rolls determine the accuracy of cannon fire, ramming attacks, and boarding actions. Special rules can reflect the maneuverability of galleys and the firepower of galleons. The campaign can explore the clash of religions and empires while allowing players to make strategic decisions during the battle.

3. The Last Stand of Castle Itter (1945):

Setting: The remote Austrian castle of Itter, during World War II.

Genre: Unlikely Alliance with elements of Prison Break and Last Stand.

Player Squad: A combined force of German Wehrmacht soldiers (who opposed the Nazi regime) and imprisoned French VIPs (political figures and military leaders). Players can choose from Soldier archetypes (Rifleman, Machine Gunner, Officer) and even a VIP with a hidden skill (e.g., Spy, Engineer).

Mechanics: Players must work together to defend the castle from a surprise attack by SS forces. Dice rolls determine the success of combat actions, sabotage attempts (by the VIPs), and last-ditch defenses. Special rules can reflect the unique nature of the defenders and the limited resources available. The campaign can highlight the importance of unlikely alliances and emphasize the desperation of the final stand.

4. Desperate Escape: The RMS Titanic (1912):

Setting: The doomed RMS Titanic during its maiden voyage.

Genre: Disaster Survival with elements of Social Deduction and Resource Management.

Player Squad: A group of passengers from different social classes (e.g., Wealthy Socialite, Ship's Engineer, Third-Class Working Man). Each character can have unique skills and starting items based on their background.

Mechanics: Players navigate the sinking ship, avoiding obstacles and managing limited resources like lifeboats and supplies. Dice rolls determine the success of actions like navigating flooded hallways, helping others, and potentially uncovering hidden agendas. The campaign can explore the social dynamics of the passengers while emphasizing the challenges of survival in a disaster.

5. Fall of Constantinople (1453):

Setting: The besieged city of Constantinople during the Ottoman conquest.

Genre: Historical Siege Warfare with elements of Desperation and Defense.

Player Squad: A group of Byzantine defenders, both military (Soldiers, Archers) and civilian (Blacksmiths, Medics). Players can contribute to the defense through various means.

Mechanics: Players strategically position themselves to defend the city walls against the Ottoman siege. Dice rolls determine the success of ranged attacks, melee combat, and repairing breaches. Special rules can reflect the crumbling city defenses and the desperate morale of the defenders. The campaign can explore the final stand of the Byzantine Empire while allowing players to make a meaningful impact on the narrative through their actions.

Remember: These are just starting points! Feel free to adapt them to your liking, add RPG elements like character development and relationships, and introduce moral choices that influence the outcome of the battles.

Little War & Floor Game Reforged: Campaign Examples (Scramble for Resources)

Here are some campaign ideas for your Little War & Floor Game Reforged system, focusing on historical conflicts driven by the pursuit of resources and territory. These campaigns utilize Army Creation mechanics (as outlined previously) for a wargame-centric experience with narrative elements.

1. The Scramble for Africa (Late 19th - Early 20th Century):

Setting: The continent of Africa, divided into regions rich in natural resources.

Genre: Historical Warfare with elements of Diplomacy and Exploration.

Factions: European Colonial Powers (British Empire, French Third Republic, German Empire, etc.) and African Kingdoms/Tribes (Zulu Kingdom, Asante Empire, etc.). Each faction has unique unit types reflecting their historical strengths and weaknesses.

Mechanics: Players command armies to secure resource-rich territories. Dice rolls determine the outcome of battles, with terrain and unit types playing a crucial role. Diplomacy can be used to form alliances or manipulate rival powers. Exploration mechanics can allow players to discover hidden resources or encounter new African factions. The campaign can explore the historical motivations for colonization while allowing players to engage in strategic warfare and resource management.

2. Westward Expansion (18th - 19th Century):

Setting: The North American frontier, a vast and untamed land.

Genre: Historical Conquest with elements of Exploration and Resource Gathering.

Factions: European Settlers (United States, British Colonies, etc.) and Native American Tribes (Lakota, Apache, etc.). Each faction has unique units reflecting their historical tactics and technologies.

Mechanics: Players lead their forces westward, claiming land, establishing settlements, and gathering resources. Dice rolls determine the outcome of battles against Native American resistance and environmental hazards. Exploration mechanics can allow players to discover new resources, trade routes, and potential allies. The campaign can explore the historical complexities of westward expansion while allowing players to engage in tactical battles and resource management.

3. Suez Crisis (1956):

Setting: The Suez Canal, a vital waterway with international political tensions.

Genre: Modern Warfare with elements of Diplomacy and Espionage.

Factions: Egypt, Israel, France, Britain (and potentially the Soviet Union in a support role). Each faction has unique units reflecting their Cold War-era military capabilities.

Mechanics: Players control their forces in a fast-paced wargame focused on securing control of the Suez Canal. Dice rolls determine the outcome of battles, with modern weaponry and airpower playing a significant role. Diplomacy can be used to garner international support or manipulate superpowers. Espionage mechanics can allow players to steal intel, sabotage enemy operations, or influence public opinion. The campaign can explore the political complexities of the Suez Crisis while allowing players to engage in strategic warfare and international maneuvering.

4. The African Theatre (World War I):

Setting: The continent of Africa, a lesser-known front of World War I.

Genre: Historical Warfare with elements of Colonial Conflict and Environmental Challenges.

Factions: European Colonial Powers (German Empire, British Empire, French Third Republic, etc.) and African Colonial Troops fighting for their respective rulers. Each faction has unique unit types reflecting their colonial military capabilities and potential use of indigenous forces.

Mechanics: Players command their armies in a wargame focused on securing strategic resources and disrupting enemy supply lines. Dice rolls determine the outcome of battles, with colonial troops, harsh terrain, and tropical diseases adding unique challenges. The campaign can explore the often-overlooked African front of WWI while allowing players to engage in strategic warfare and manage the logistical challenges of the environment.

5. Crisis of the Third Century (235-284 AD):

Setting: The Roman Empire during a period of political instability and barbarian invasions.

Genre: Historical Warfare with elements of Leadership and Crisis Management.

Factions: Rival Roman Emperors and barbarian tribes (Germanic tribes, Sassanid Persians, etc.). Each faction has unique unit types reflecting their historical military organization and tactics.

Mechanics: Players control their chosen faction, battling for control of Roman territory and fending off barbarian invasions. Dice rolls determine the outcome of battles, with leadership skills and political maneuvering playing a crucial role. Crisis management mechanics can introduce internal threats like plagues and rebellions. The campaign can explore the chaotic dynamics of the Crisis of the Third Century while allowing players to engage in strategic warfare and make difficult leadership decisions.

Remember: These are just starting points! Feel free to adapt them to your liking

Solo Play with Little War & Floor Game Reforged (SRD)

You're absolutely right! Little War & Floor Game Reforged (LWF&FGR) offers fantastic opportunities for solo play, encompassing Solo Wargaming (Little Wars), Solo Roleplaying (Floor Games), and a Solo Wargaming & Roleplaying Hybrid. Here's how to adapt your own army, squad, party, and character for solo adventures, with options for playing by yourself or incorporating AI Chatbots like Poe or Character AI:

Solo Wargaming (Little Wars):

Opposing Force Creation: Here's where creativity comes in. You can design an opposing force yourself, following the army creation rules in the LWF&FGR SRD.

Alternatively, create a random force using a die-rolling system or card decks with pre-defined unit types.

Scenario Design: Craft your own narrative scenarios! Will you defend a strategic location from a relentless enemy onslaught, or launch a daring offensive against a fortified position?

AI for Strategic Decisions: For a more dynamic experience, consider using an AI like Poe or Character AI to make strategic decisions for the opposing force. Provide the AI with the scenario parameters, unit capabilities, and your overall objective. The AI can then analyze the situation and suggest actions for the opposing force, simulating a more challenging opponent.

Solo Roleplaying (Floor Games):

Character Creation: Craft a compelling character using the LWF&FGR character creation system. Flesh out their backstory, personality, and motivations.

Plot Hooks and Random Events: Design a web of plot hooks and random events to propel your solo narrative. You can use pre-made adventure modules or create your own using tables or random generators.

Decision Points and Consequence Tables: Set up decision points throughout your solo adventure. After considering your character's skills and motivations, roll dice or consult tables to determine the consequences of your choices. This adds an element of chance and surprise to your solo play.

AI for Roleplaying Interactions: For a more immersive experience, consider using an AI like Character AI to roleplay interactions with non-player characters (NPCs). Describe the NPC's appearance, personality, and role in the story. The AI can then generate responses and dialogue, creating a more engaging solo roleplaying experience.

Solo Wargaming & Roleplaying Hybrid (LWF&FGR Hybrid):

Combine the Best of Both Worlds: This approach merges tactical wargaming with roleplaying elements. You control your own character or squad, navigating a narrative-driven campaign while engaging in tactical battles against AI-controlled or randomly generated enemies.

Narrative Skirmishes: Design encounters that blend roleplaying and wargaming. Perhaps your character negotiates with a bandit leader before a tense skirmish, or explores a dungeon filled with tactical combat encounters.

Character Decisions Impact Battles: Allow your character's skills and decisions to influence the outcome of battles. Maybe their knowledge of the terrain grants bonuses, or their charisma helps rally wavering allies.

Playing with AI Chatbots:

Choose the Right Tool: AI Chatbots like Poe and Character AI have different strengths. Poe excels at strategic analysis and decision-making, while Character AI shines in roleplaying conversations. Choose the AI that best suits your desired solo play experience.

Provide Context and Parameters: When using an AI, clearly explain the scenario, character abilities, and overall objective. The more information you provide, the more insightful and engaging the AI's responses will be.

Don't Be Afraid to Take the Lead: While AI Chatbots can enhance your solo play, remember you're ultimately in control. Guide the narrative, make choices for your character, and interpret the AI's suggestions to create a satisfying solo experience.

Remember: Solo play is all about creativity and having fun! Don't be afraid to experiment, adapt the LWF&FGR mechanics to your preferences, and use AI Chatbots as tools to enrich your solo adventures. With a little imagination and these tips, you can embark on epic solo campaigns in the world of Little War & Floor Game Reforged

Non-Commercial & Non-Profit Fanmade Content:

Campaign Freedom: The LWF&FGR SRD encourages the creation of fanmade campaigns for personal use or sharing with others as long as they are non-commercial and non-profit. This means you can't sell your campaign sourcebooks or directly profit from them.

Inspiration from Existing Works: Feel free to draw inspiration from your favorite movies, books, video games, or other creative works. However, avoid using copyrighted names, logos, or specific characters directly.

Examples of Fanmade Content:

Generic Gothic Horror Vigilante Campaign: This is a great example! Instead of referencing Batman directly, you can create a campaign setting in a dark and gritty city plagued by crime, where a masked vigilante rises to fight for justice. Use the LWF&FGR mechanics to design squad-based encounters with criminals, corrupt officials, and supernatural threats.

Space Opera Fleet Battles Campaign: Craft a campaign set in a vast starfaring civilization. Design custom fleets using the LWF&FGR army creation rules, featuring starships with unique weapons and abilities. Players can command these fleets in epic space battles against alien empires, pirates, or rogue AI threats.

Fanmade Character, Squad, Party & Army Creation:

Originality is Key: While you can draw inspiration from existing characters, create your own unique characters, or other character concepts using the LWF&FGR character creation system. This ensures your content remains original and avoids copyright infringement.

Generic Archetypes: Instead of a "Space Marine Captain," design a "Veteran Starship Commander" with similar abilities but a more generic name. This allows players to project their own interpretations onto the character while staying within the LWF&FGR framework.

Commercializing Fanmade Content with a Generic Setting:

CC0 License and Commercial Potential: Since LWF&FGR is released under the CC0 License, you can create derivative works for commercial purposes. However, to be commercially viable, the setting needs to be generic and avoid infringing on copyrights.

Generic Setting Inspired by Fiction: Take inspiration from your favorite fictional worlds but don't directly copy them. For example, instead of a "Batman Arkham City Campaign Setting Sourcebook," create a "Darkened Megacity Crime & Corruption Campaign Setting Sourcebook." This generic setting can be used for various campaigns with original characters and stories, allowing you to commercialize it without copyright issues.

Remember:

Always credit the LWF&FGR SRD as your source of inspiration.

Clearly state that your content is non-commercial and non-profit when sharing it for free.

Be mindful of copyrights and avoid using trademarked names, logos, or specific characters.

Get creative! The LWF&FGR SRD provides a robust framework for building your own unique and exciting campaigns, characters, and settings.

By following these guidelines, you can create a wealth of fanmade content for LWF&FGR and even explore commercial opportunities with a creative and generic setting approach. Happy gaming!